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Ropac

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This fan-fiction article, **Ropac**, was written by VoraciousCake and Witcher190. Please do not edit this fiction without the writers' permission.

Ropac Egan Oramas, also known simply as **Ropac** or the ***"Mysterious Assassin"*** (1130 A.R., Tamarán, island of Basilia – 1270 A.R., Royal Palace of Wyzima, in Temeria, Northern Kingdoms) was a witcher of the School of the Viper, best known for being part of the paramilitary organization of the Kingslayers, employed by Nilfgaard to destabilize the Northern Kingdoms prior to the Third Northern War (1271–1272 A.R.), alongside fellow Viper witchers Baem, Letho of Gulet, Serrit, and Auckes.

As a result, Ropac went down in history as the "*Mysterious Assassin*" who attempted to end the life of King Foltest I of Temeria, only to be killed by another witcher who happened to be in the area and protected the monarch as a bodyguard—forcing his companion Letho to carry out the act the following year.

The identity of this witcher remains unknown.

However, according to the accounts of the

Ropac

Biographical Information

Real Name	Ropac Egan Oramas
Born	1130 A.R.
Birthplace	Basilia
Status	Deceased
Died	September of 1270, killed by an unknown witcher
Deathplace	Royal Palace of Wyzima,

bard Jaskier, it would have been the legendary Wolf witcher, Geralt of Rivia. Nevertheless, given that the bard's tales are often embellished, and that the famed witcher died during the Rivian Pogrom in 1268, this seems unlikely—more likely another addition to the myth of the White Wolf that continued to grow after his death.

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	Temeria, Northern Kingdoms
Service	1146 - 1270
Physical Description	
Race	Human (Witcher) [Basilian ethnicity]
Gender	Male
Hair	Ginger
Eyes	Yellow
Skin	Pale
Political Information	
Profession	Witcher Bodyguard
Rank	Grandmaster
Titles	Grandmaster of the School of the Viper (de jure)
Affiliation	School of the Viper Faraja Malaika Juma Kingslayers
Alias(es)	Mysterious Assassin
Nationality	Basilian
Relationships	
Father	Unknown father
Mother	Unknown mother
Lover(s)	• Dragonfly (witcher (1200s) [fling] • Faraja Malaika Juma (1259-1270) [wife]
Other	• Letho of Gulet (father figure) • Ther Lukokian (brother-in-law)

Biography

Early Years (1130-1136 A.R.)

Ropac was born in the city of Tamarán, on the island of Basilia—the westernmost

known territory to the peoples of the Old Continent back then, particularly those of the western coast.

There, he lived a peaceful life until the age of six, when the Skelligan sorceress Bronwyn Deadeye, during one of her voyages—believing she had discovered a new continent (something that would only truly occur centuries later with Fabio Sachs, not her)—decided to sack the city where Ropac lived.

To make matters worse, according to later chroniclers and Ropac himself—based on the few memories that survived trauma or were not distorted by the Trial of the Grasses—the Wild Hunt attacked at that very moment.

This put an end both to the raid and to the life of Bronwyn and much of her crew, while the survivors were abducted—including the witcher's parents.

Ropac survived thanks to the presence of Letho of Gulet, who happened to be on the island after being sent by Grandmaster Ivar "Evil-Eye." The Grandmaster had foreseen—through his "*evil eye*"—that the Hunt would appear in that land, though he did not reveal its true purpose, as he was highly secretive on the matter and quickly fabricated an excuse.

Unfortunately, Letho was unable to save the boy's parents. When he intervened, both he and Ropac were surrounded by several members of Eredin's host, forcing him to defend them both in order to escape and avoid capture.

This event would forever mark the future witcher. From that moment on, he became obsessed with the Wild Hunt, driven by the desire to recover his parents. He would go so far as to join the Kingslayers in pursuit of this goal, seeking both to restore the School and to continue his mission of destroying the Hunt after its fall in the mid-13th century.

Time in Gorthur Gvaed (1136–1146 A.R.)

After surviving—and having nowhere else to go—Ropac was taken by Letho of Gulet to Gorthur Gvaed, the Blood Keep, fortress of the School of the Viper, located in the chasms of the Tir Tochair Mountains. There, he was trained and subjected to mutations in order to become another member of the Vipers.

His time in the fortress was relatively standard, with Letho acting as a paternal figure—were it not for the obsession born from his trauma. This fixation drove him to become one of the foremost experts on what Nordlings and other humans perceived as a strange phenomenon: the Wild Hunt. Because of this, after his

death—and given that Grandmaster Ivar shared very little about the true purpose of the School (though many suspected it, especially Ropac from early on through their conversations, and later more so due to his involvement in a certain secret project)—the remaining Kingslayers knew very little about the matter.

In 1136, only a few months after his arrival, he underwent the Trial of the Grasses, becoming the only survivor of his group. The only lasting consequence was partial memory loss regarding his life before the mutations, leaving it in a persistent state of haze.

Beyond that, he stood out as a fierce combatant in the School's signature sword style, characterized by sinuous, unpredictable movements using the typical two Viper blades—the so-called *Fangs of the Viper*. He became one of the best of his generation, and perhaps of the entire School.

However, he is also remembered for a particular incident. Despite the School being cold and ruthless with its students, Ropac was a highly sensitive child. This led to hesitation during the final trial required to become a witcher—almost resulting in his expulsion.

Like all Viper trainees, he had been given a pet at the beginning of his training, only to be expected to kill it in cold blood at the end. In his case, it was a dog named Elkae, who had been his closest companion throughout his years of training. Forced to choose between the life of his friend or the chance to see his parents again, he chose the latter.

This event became the second most defining moment of his life, surpassed only by the trauma of his childhood. Not even the Trial of the Grasses marked him as deeply. It ultimately transformed him into the cold, methodical, and obsessive man he would remain for the rest of his days—save for two brief interruptions.

Life on the Path (1146–1259 A.R.)

After completing his training, Ropac lived a fairly standard life on the Path for a witcher of his kind. The main differences were that he rarely returned to the fortress during winter, and that his contracts seldom involved non-humans or the killing of humans. Instead, driven by the obsession born from his trauma, his work was almost always directly—or at least tangentially—related to the Wild Hunt.

Fortunately for him, this same obsession meant he was away at the right

moment, sparing him from the wrath of the emperor later known simply as the Usurper and the Nilfgaardian forces when they razed the Viper stronghold in the 1250s, following the School's refusal to serve as soldiers of the Empire.

On the rare occasions when he did return to the fortress, it was primarily to document his knowledge of the force that had taken his parents. As a result, most of the several books and scrolls concerning the Wild Hunt stored in the keep's donjon—aside from those authored by Ivar—were written by him.

In fact, he was the first to encounter, fight, and classify the Hounds of the Wild Hunt, among other contributions.

Time in the Hounds Project (1180s–1190s A.R.)

At some point between the 1180s and 1190s, Ropac became part of a select group of trusted witchers who joined a project led by Grandmaster Ivar. The initiative aimed to create a specialized female force to track the Wild Hunt, using a modified version of the mutagenic formula for women originally developed by the infamous School of the Cat.

Within the project, Ropac served as a mentor to several of the successful candidates.

However, by the time he joined, the project was already in decline. Internal pressures and the lack of tangible results—combined with the high cost of mutating women (with only 1 in 10 surviving, compared to 3 in 10 among boys), as well as the rarity of those who developed the enhanced sense required to "*predict*" the Hunt—ultimately led to its closure in the late 1190s.

As such, its most significant outcome was indirect. Alongside earlier events involving Letho of Gulet, it contributed to the growing suspicion among members of the School regarding its true purpose.

Those involved in the project were later executed by Ivar, driven by increasing paranoia that the disclosure of the project—and the School's true mission—could ultimately lead to its destruction, and thus to the triumph of the Hunt.

Ropac, however, was spared. By that point, he was the only one who still supported the continuation of the project.

The Death of Ivar (1198 A.R.)

Following the closure of the project, Ivar and Ropac devoted themselves even more intensely to their shared goal: the defeat of the Wild Hunt. However, they would not succeed. Ivar's secrecy and growing paranoia ultimately prevented it—despite how close they came.

By the end of that year, they managed to track the Hunt and corner it in Gemmeria. There, due to the warlike and violent nature of the local population, the Hunt was forced to remain on land longer than usual. This allowed them—after forming an alliance with the locals—to launch the first direct attack against it.

But the outcome was disastrous.

The locals, lacking both military discipline and the lethal prowess of witchers, were massacred. Among the dead were not only the civilians, but also Ivar himself. For all his power, even a witcher was not an army unto himself.

Ropac survived only thanks to the Grandmaster's sacrifice in battle.

Perhaps things might have been different had they shared the truth with the rest of the School—but they did not.

On his deathbed, Ivar named Ropac as his successor, granting him the title of Grandmaster. Yet Ropac would never truly honor it. After losing the person closest to him within the fortress—second only to Letho of Gulet—he withdrew into himself, continuing his obsession in isolation and effectively passing the role on to Letho.

This, combined with his habitual absence from the fortress, would later spare him from the events of the 1250s, as previously noted.

The Brief Relationship with Gwasgida (1200s A.R.)

During this period, Ropac entered into an intermittent romantic relationship with his fellow witcher, the Cat witcheress Dragonfly.

Unfortunately, the relationship was doomed from the outset. Dragonfly's corrupted mutations and emotional volatility, combined with Ropac's obsession and emotional withdrawal, as well as her complicated and rocky relationship with another Cat witcher, Aiden, made any lasting stability impossible.

As a result, the two eventually parted ways on bittersweet—but ultimately amicable—terms.

At the very least, Dragonfly gained something from the relationship: she learned the Fangs of the Viper fighting style directly from Ropac. In turn, Ropac benefited from her network of scholars—individuals who, like him, were studying the phenomenon of the Wild Hunt.

This scholarly information, combined with his prior experience with Ivar and years of personal obsession, finally enabled Ropac to confront the Hunt. This would occur when he traveled with Letho of Gulet, Serrit, Auckes, and an unknown witcher—allegedly white-haired—for several months in 1270.

The Relationship with Faraja Malaika Juma (1259–1270 A.R.)

The second interruption to his lifelong obsession came in 1259. While passing through Novigrad, Ropac met the Zangvebarian merchant Faraja Malaika Juma after saving her from a group of assailants who intended to rob her of the exotic goods aboard her ship—and to assault her.

In gratitude, the woman from the Far South offered him the use of her merchant vessel to take him wherever he wished. Ropac accepted—naturally toward another location where the Wild Hunt had been sighted. Over the course of the journey, for various reasons, the two fell in love.

This would prove crucial. By this point, although Ropac would never succeed in destroying the Hunt, he did manage to eliminate its chief Navigator, Liraelth. This forced Caranthir to become the sole Navigator, indirectly accelerating his rise as a general.

The victory, while strategically beneficial in the long term—limiting the Hunt's ability to traverse between worlds—left Ropac gravely wounded, nearly costing him his life.

He survived only thanks to Faraja.

She ultimately convinced him that he had done enough—that he was a man fighting something far beyond him. As a result, he withdrew from the Path, spending eleven long years with her.

They settled in Gors Velen, in Temeria, where he lived a relatively normal life for a time. The two even married, with Ropac acting as her bodyguard while she abandoned her life as a merchant to become a factor.

The Second Confrontation with the Hunt (1270 A.R.)

In 1270, Ropac reestablished contact with his former companions thanks to his wife's profession. Through a shared contact—the doppler Dudu (Tellico Lunngrevink Letorte)—she learned of a non-Viper addition to the group. She knew him through Truffle, or Ther Lukokian Juma, a Zangvebarian factor in Novigrad and her brother, who had once encouraged her to travel North.

This chain of connections eventually led Ropac to Letho of Gulet and the others, who had already been tracking the Wild Hunt for some time alongside the previously mentioned unknown non-Viper witcher, who had joined them in Angren in mid-summer.

This discovery sparked an argument between Ropac and his wife. Ultimately, Ropac prevailed—partly thanks to the argument that he was "*no longer alone*"—which led to his departure (intended to be temporary) and a return to the obsession that had haunted him for decades.

After joining the group, they continued their pursuit and eventually reached Velen, in Temeria, where they confronted the Wild Hunt beneath the Hanged Man's Tree.

This time, the encounter did not end in defeat, but in a stalemate. The reasons behind this outcome vary depending on the account, though one fact remains certain: the non-Viper witcher left the group afterward.

Shortly thereafter, the group was intercepted by Nilfgaardian Military Intelligence and brought before the emperor, Emhyr var Emreis.

He offered them the reconstruction of their School in exchange for the assassination of various Northern monarchs. The group accepted—though especially a newly reinvigorated Ropac—thus giving rise to the Kingslayers.

Death (Winter Solstice of 1270 A.R.)

Ropac died in 1270, at the Royal Palace of Wyzima, after the target assigned to him by Nilfgaardian Military Intelligence turned out to be King Foltest I of Temeria.

The operation failed to account for the events unfolding in the capital at the time—and the intervention of a witcher who had arrived to resolve the

The group during their search of the Hunt

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situation. Descriptions of this witcher vary widely, but some claim he was the same one Ropac had previously accompanied alongside Letho of Gulet and the others.

At that moment, the witcher was leaving after collecting his reward when he heard Ropac attempting the attack. Unable to recognize him—his face almost entirely concealed save for his eyes—a duel ensued.

For a brief moment, Ropac gained the upper hand. However, he lost it when, unexpectedly, his opponent threw his recently acquired coin pouch at him, stunning him before severing his arm and killing him with a slash across the back.

The assassin's identity was not recognized by the witcher, for various reasons depending on the source—though primarily due to his concealed appearance. Nevertheless, his body was subjected to an autopsy to determine who he was.

Once his identity became known, news of his death reached his wife through a palace servant who recognized the witcher—having been a frequent customer of Faraja when she was still a merchant, and having seen them together.

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As a result, Faraja was subjected to a prolonged legal process, accused of aiding in the planning of the assassination—an accusation made worse by her status as a foreigner.

This was the main reason she was not executed immediately.

The trial would last until the 1280s, when she was finally declared innocent.

Legacy

Despite going down in history in an infamous light, Ropac left behind a lasting legacy beyond his failed assassination attempt.

He contributed through the materials he wrote for his fellow Viper witchers, as well as through the inspiration he provided. Eighteen years later, the Cat witcheress Jolanta Dinmarb—while working for the Redanian Intelligence Service to sabotage Temeria—would adopt equipment and a combat style reminiscent of his own.

His legacy also endured in the form of historical relics. In the 1280s, his equipment was auctioned at the Borsody Auction House, in Oxenfurt.

These relics were sold by Faraja to cover the expenses of her long judicial process.

Image Credits

- *Ropac* art by Pukeiart
- *Mysterious Assassin Gwent Card Art* by Nemanja Stankovic.

Trivia

- The name Ropac derives from the Polish *Rozpacz* (despair).
- Geralt of Rivia has been deliberately left ambiguous in order to respect the ending of The Witcher Saga, where—despite its inherent ambiguity—it is thematically about 90% certain that he has died.
    - In the supposed encounter with Nimue in 1373, Geralt does not behave in his usual manner. This leaves two main possibilities: either the encounter was an illusion created by an aguara (the same one Geralt entrusts to aguara mother in that book), or it was another white-haired witcher.
    - The latter is plausible, as the novel *Crossroads of Ravens* (2024) introduces another white-haired witcher under circumstances similar to Geralt's—Preston Holt—who also dies within that story.
- This approach is also inspired by Arthurian traditions—something Andrzej Sapkowski is notably fond of. More specifically, it draws from the theory that King Arthur may have existed not as a single figure, but as the fusion of several historical individuals, whose deeds and identities gradually merged into the legendary figure—thereby elevating a non-mythical Arthur into myth.
    - This stands in contrast to the character "*overloading*" approach more commonly seen in adaptations such as those by CD Projekt Red, where a single figure accumulates an increasing number of feats and roles.
- The "*Mysterious Assassin*" is often referred to in fan circles by the moniker

Egan, which was Auckes' original name during the concept development of *The Witcher 2: Assassins of Kings*, before it was changed for unknown reasons. In this case, the name has been repurposed as a secondary name rather than a primary one, adding extra flavor to the reinterpretation.
- This expansion aims to provide the character with a richer background, making him suitable both as a playable character in *The Witcher TTRPG* and, potentially, as material that CD Projekt Red could draw from in more than one way.
- As can be inferred after reading the article, the central theme of Ropac Egan Oramas's story is how unresolved trauma—while a powerful driver in the short to medium term—ultimately becomes destructive over time. As such, it is far better to confront and resolve it early, before it takes root so deeply that nothing can undo its effects.
- Technically, the character already has an "*official*" appearance featured in *The Witcher 1*. However, given that a remake of the game has been confirmed, a more flexible fanart has been chosen as the main image for the article.
- Liraelth serves both as a reference to the second Navigator that was cut from the final version of The Witcher 3: Wild Hunt and as a narrative device to justify the Wild Hunt's ability to travel between worlds in the books, where Caranthir does not exist.
    - In this case, the order has been altered while still maintaining Liraelth as a "*secondary*" figure, as she never achieved the rank of general.

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